Infinite Game Music Vol.1

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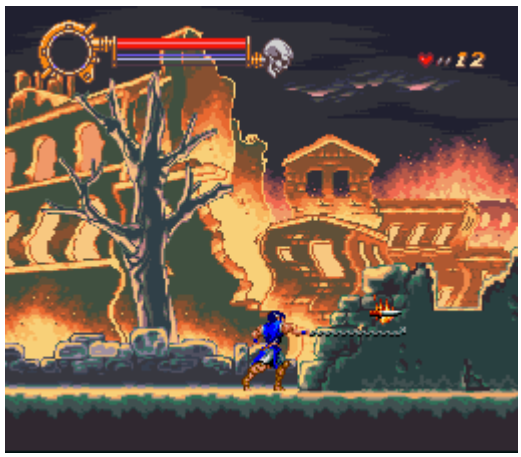
Vol.1 features 18 tracks from a variety of games. You'll find a lot of game music by Konami on this volume as well as music by Capcom and others. Read our comments and recommendations below when listening to the tunes. Also, burn the tracks on a disc and play it loud on you car or home stereo! High-res versions of the paper covers are included in the album download.

Download Infinite Game Music Vol.1 (27 MB)

1. Dracula X	Stage 1
	Listen to the sampled funk guitar in this song. Quite cool, it sounds like a real guitar played by John Frusciante (Red Hot Chili Peppers) on the album "Black Sugar Sex Magic". The song gives you a good feeling of being on a great adventure. However, this doesn't really sound like any other Castlevania song. If you play the game you'll find this track on the first stage. The setting has an amazing burning effect in the background. (c) Konami **Sample**

2. Area 88	The Minks
	A great track with an action twist by Capcom from the fantastic game Area 88.

Area 88 was originally a japanese anime on which this game is based. This track has a very specific sound that's typical in anime tunes. It gives you the feeling of being a hero saving the world.

Try to to listen carefully for the neat drum fills.

(c) Capcom

Sample

3. Naruto

N-tune 002

Naruto is a japanese game music composer. This track is not taken from any specific game. It's created with the sound systems of a NES (Nintendo) probably back in 2003.

N-Tune 002 is a cool action tune that shows how great music can be composed with old hardware.

(c) Naruto

Sample

4. Castlevania 3

Beginning

This theme is taken from the japanese version of the game. That version had a special chip built into the cartridge that extended the sound capability of the NES.

The sound in this tune is very characteristic for Castlevania games. It's superbly balanced between action and horror. It jumps straight into the action with an agressive drum intro. The drums are very well executed with great variation throughout the song.

This song can also be found in Super Castlevania for the Super Nintendo with better sound quality. I prefer the NES version though.

One of my absolute favorite game tunes!

(c) Konami

Sample

5. Castlevania 3

Stage 3

Another track from Castlevania 3. This one turns the action down a notch and increases the feeling of being at a library in an old castle. It 's similar to Symphony of the Night, a Castlevania game for the Playstation.

Very symphonic with a lot of atmosphere.

(c) Konami

Sample

6. Contra Spirits

Stage 1

YES! Action in it's most pure form. This song is so engaging you'll want to go kill some aliens right away. Konami really nails it with this one!

Here you jump right into the action scene with tons of overpowered weapons, immediately turning you into Arnold or Ripley.

The drums are used to create great background effects. Listen carefully for the part when they sound like in a big Hollywood production.

(c) Konami

Sample

7. The Last Ninja 3

Main Theme

This song makes very good use of the old SID, the Commodore 64 sound chip. It creates a good ninja/samurai atmosphere and is ranked as one of the best game tunes from that time by many people.

(c) System 3

Sample

8. TMNT Arcade

Level 7

Here's an industrial/metal tune from the arcade version of the game. Again, Konami delivers a superb soundtrack. The sound is very rich and the result is a heavy action tune. Each of the instruments adds a new dimension to the track.

There's so much action in this game, in particular this stage. This tune simply suites the stage perfectly.

(c) Konami

Sample

9. Mission Impossible

Stage 1

Konami again! The amount of great music these guys put together for the NES is totally amazing.

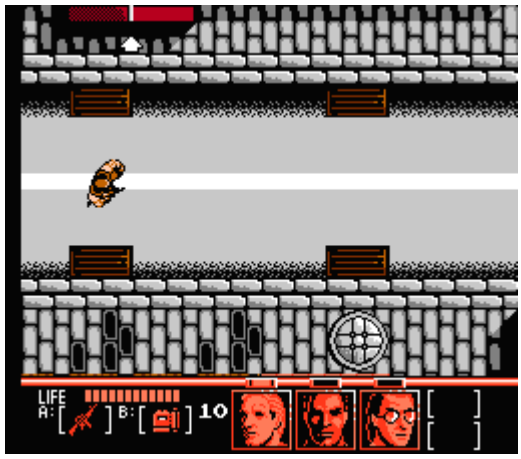
First time I heard this tune was on Syntax Error, a swedish radio show. The song delivers a style similar to Metal Gear with special agents, stealth and with a slight amount of action.

(c) Konami

Sample

10. Mission Impossible

Stage 2



Stage 2 delivers action from the very beginning and keeps on running without loosing pace. Very cool use of the bass and drums, especially in the intro and in the fills. It makes you feel like you're special forces, ready to go out there and kick some ass.

(c) Konami

Sample

11. TMNT Nes

Main Theme

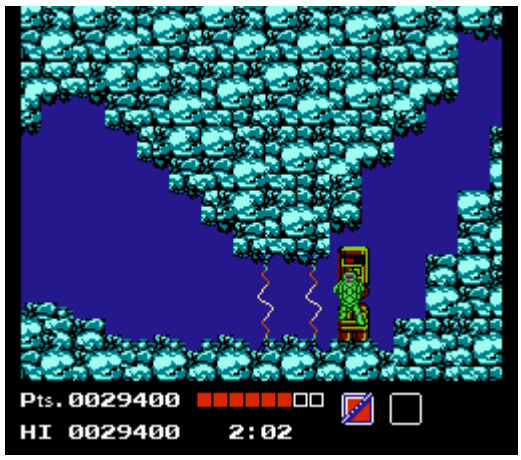
The main theme of TMNT features a cool drum beat and works really good for the presentation of the turtles.

(c) Konami

Sample

12. TMNT Nes

Bomb Dismantle Stage



Time for scuba diving Donnie! In this stage you must disarm bombs. This tune suceeds in giving the impression of being on a underwater mission. Or perhaps it could've been a track from a Konami space shooter.

This is quite a short theme but it loops very well. Give it a try!

(c) Konami

Sample

13. Street Fighter 2

Ken Stage

For me, this is the track that immediately makes me think of Street Fighter. It's a solid blend of action, adventure and oriental music. A true classic.

(c) Capcom

Sample

14. Street Fighter 2

Ryu Stage

Ryu's theme takes down the oriental sound a bit and adds a little more action. This track is also a Street Fighter classic and suites the setting very well.

(c) Capcom

Sample

15. Donkey Kong Country

Treetop Rock

Treetop Rock is a mystic ambient tune from Donkey Kong Country.
Like many other great tunes it makes good use of a variety of instruments. I really enjoy the way the instruments interacts throughout the song.

Treetop Rock is a bit complex. I listened to it many times before I got it.

(c) Nintendo

Sample

16. Crisis Force

Stage 1

Another tune that really keeps the pace! It's a bit short but packed with action.

I totally like the fills. I can see the guy that played the drums getting all crazy behind the drum set.

Intensive and wonderful!

(c) Konami

Sample

17. Crisis Force

Stage 2

Stage 2 sounds more like a traditional Konami space shooter tune. It creates a wonderful feeling of being aboard a spaceship.

The tune also reminds me of another game, Life Force Salamander.

(c) Konami

Sample

18. Zelda - A Link To The Past

Dark World / Dark Moutain

This is an epic symphony from one of my favorite games. It's written by the legendary Koji Kondo.

Here we've mixed the tracks from Dark World and Dark Montain into one song. You're getting two great themes from one of the best games on the Super Nintendo.

Enjoy!

(c) Nintendo

Sample